

FIG. 2 Drawing Window Creating a drawing window -202 Select object part or pre-existing object for drawing window Draw object in drawing window and transmit to animation window Continue making additions or changes to object?

+TG5 Animation Window Advance one time Unit "t" in animation window for each discrete object part, determine position/orientation/ scale at time "t" Look up image of object part in buffer -506 Draw object part according to position / orientation / scale 1508 Any remaining object ?? Walt for determined time introal to run out

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